

FIG. 1

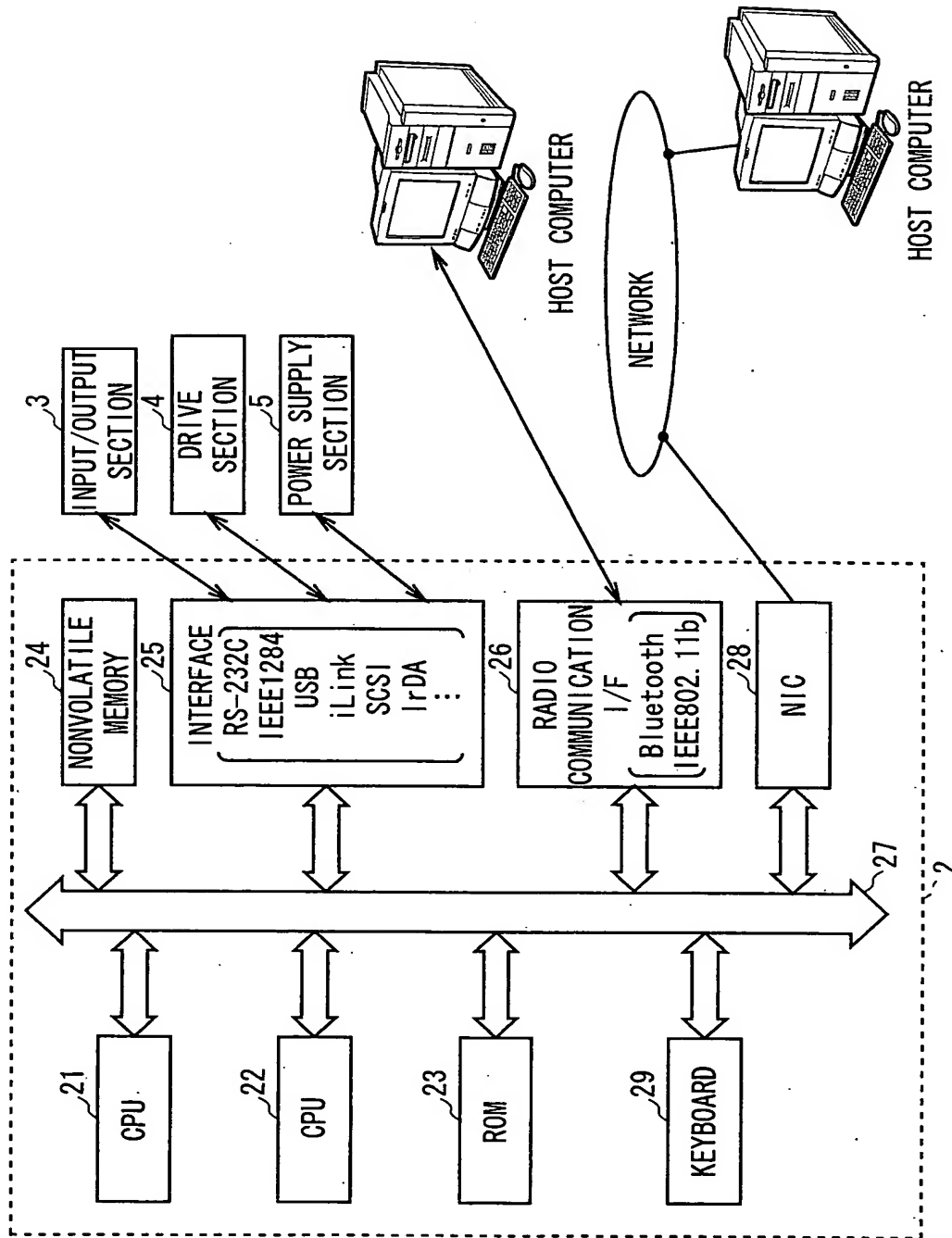


FIG. 2

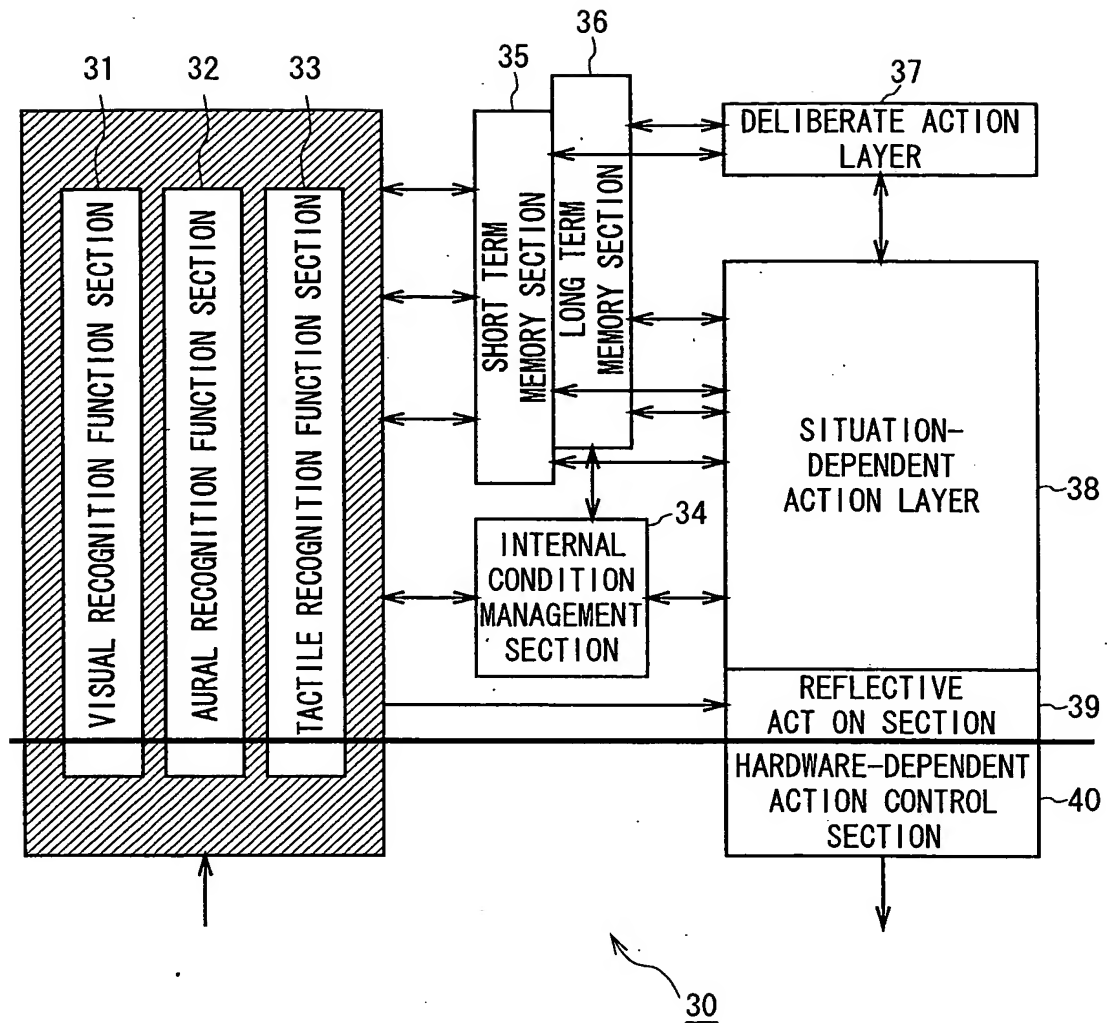


FIG. 3

ID	Name		Kind		FaceID		SpeakerID		BIRTHDAY		Favorite		Friend	
1	YUKIKO	3	HUMAN	2	0	2	1	2	73/5/2	2	TEA	3	KAZUMI	2
2	KAZUMI	1	HUMAN	2	3	3	4	3	75/8/16	5	HORSE	3	TARO	5
3	SUZUKI	5	HUMAN	2	6	3	8	3	74/3/10	2	TEA	3	TARO	2
4	TEA	2	DRINK	2	4	1								
5	ICE CREAM	4	FOOD	3	5	2								
6	TARO	2	HUMAN	3	8	2	9	3	76/10/10	4	HORSE RACING	3	SUZUKI	3

FIG. 4

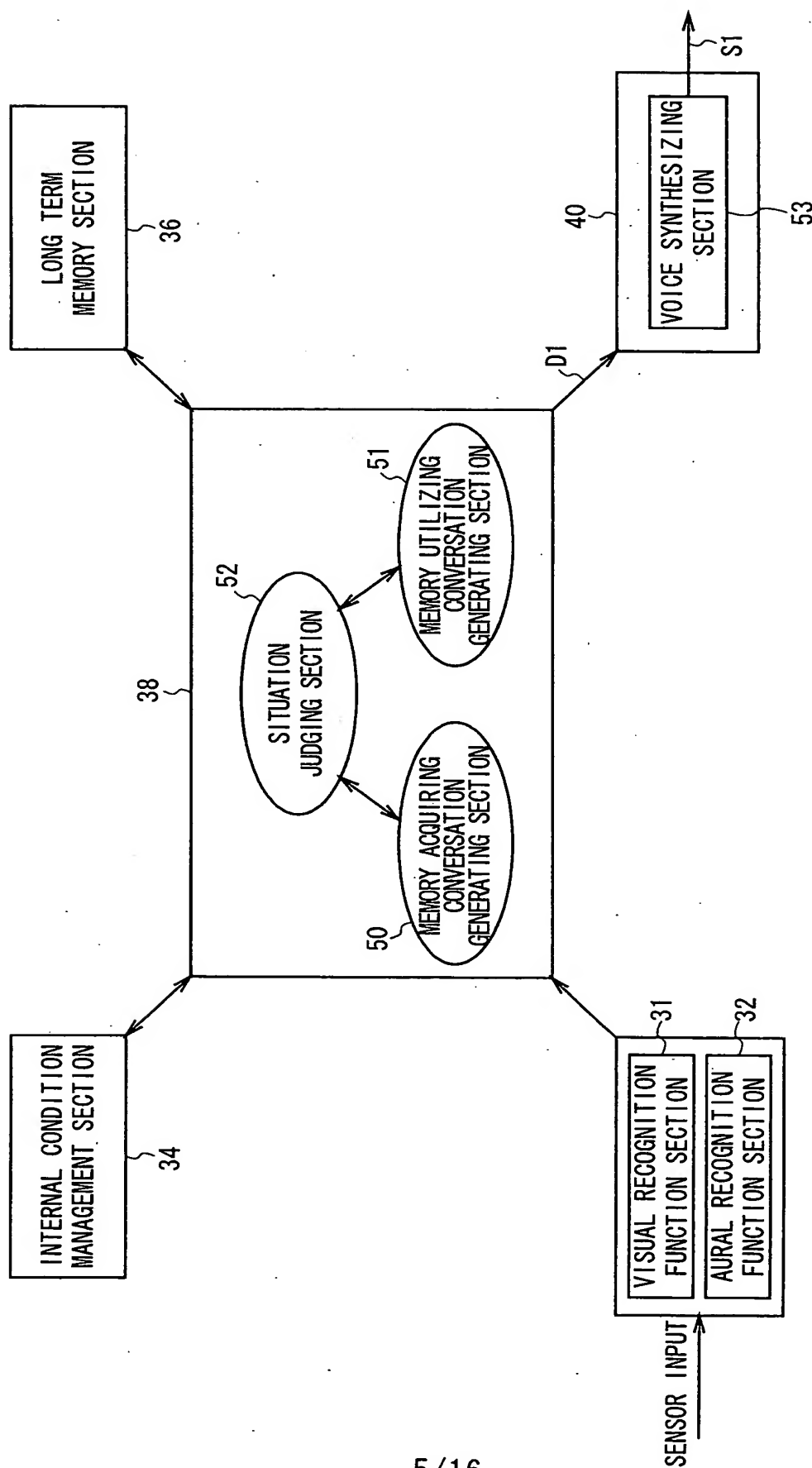


FIG. 5

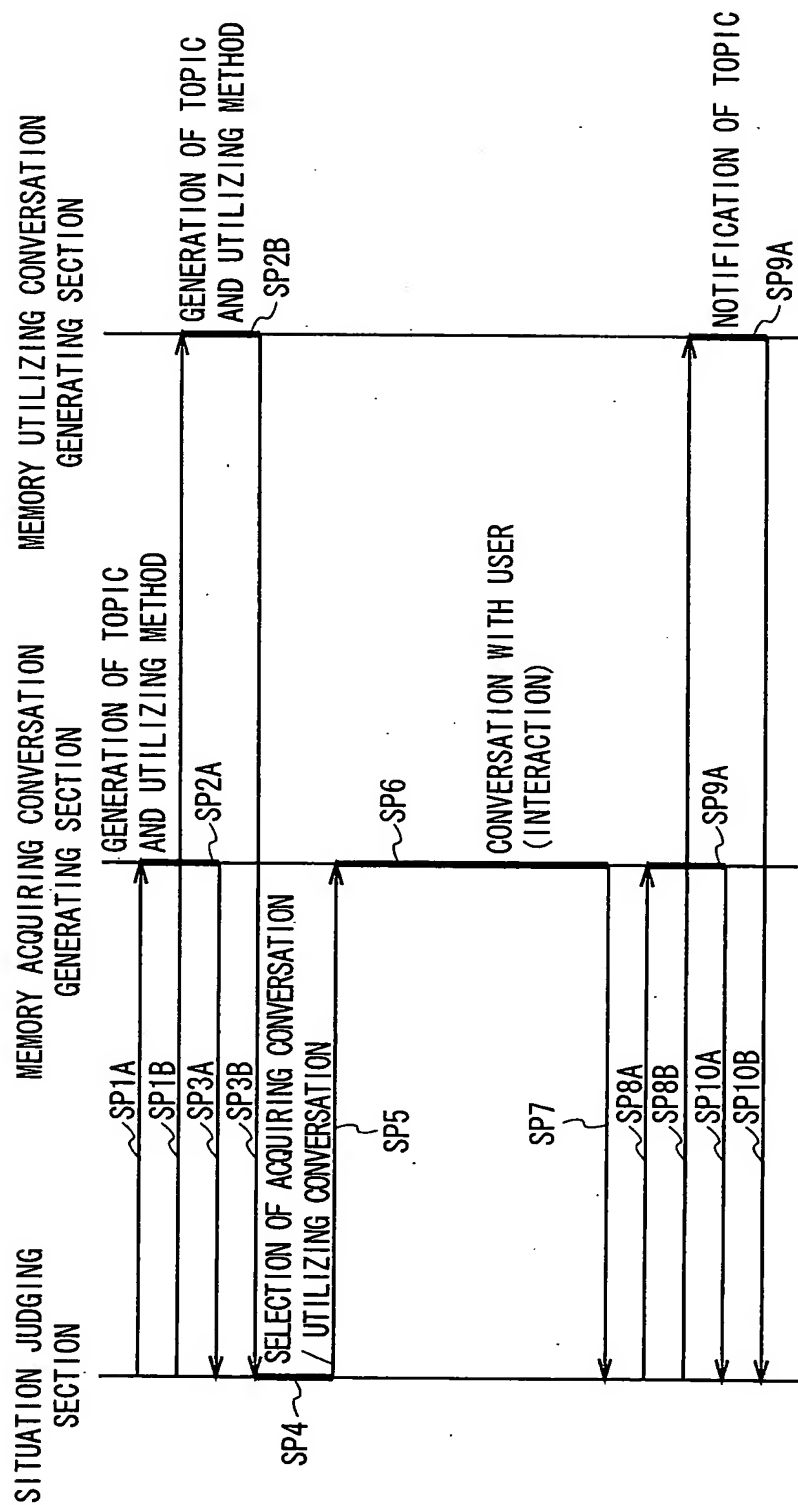


FIG. 6

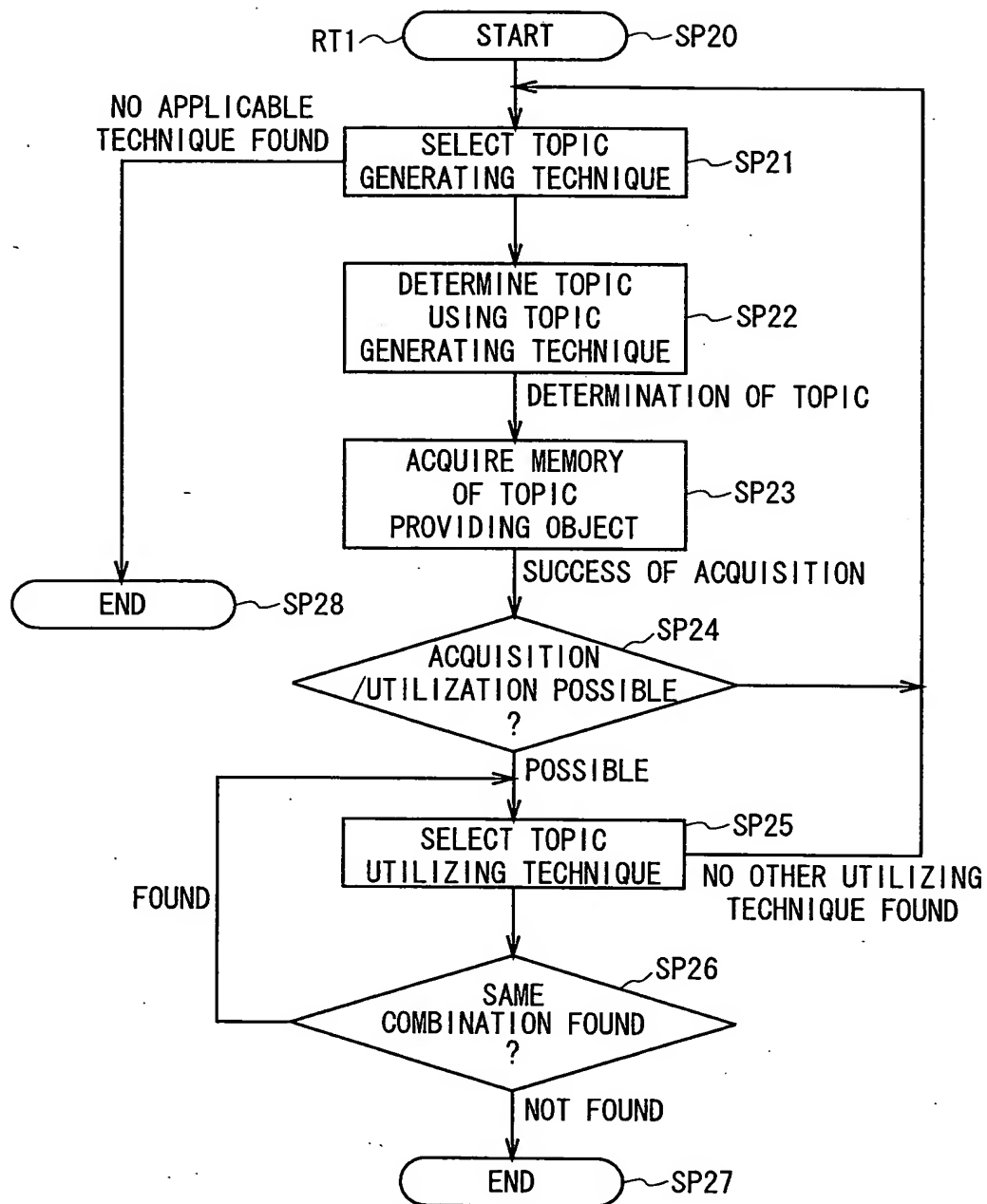


FIG. 7

TOPIC: FAVORITE OF ID1 ACQUIRING TECHNIQUE: USE WITHOUT MODIFICATION

ID	Name		Kind	FaceID		SpeakerID		BIRTHDAY		Favorite		Friend	
1	YUKIKO		3	HUMAN		2	0	2	1	2	73/5/2	2	

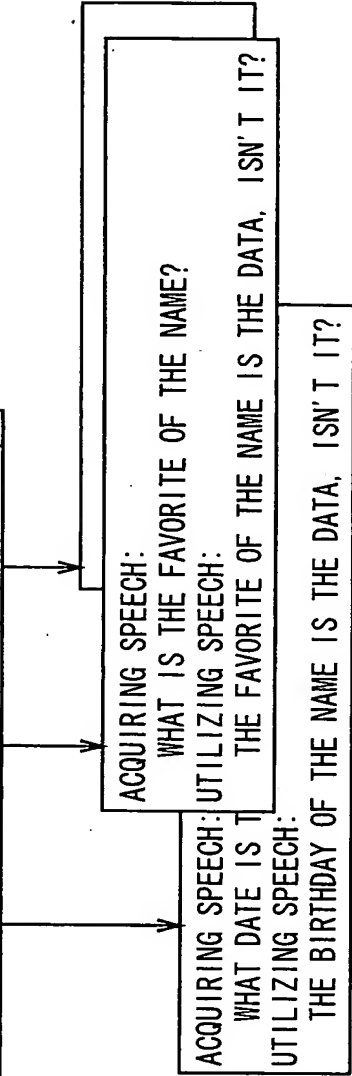


FIG. 8

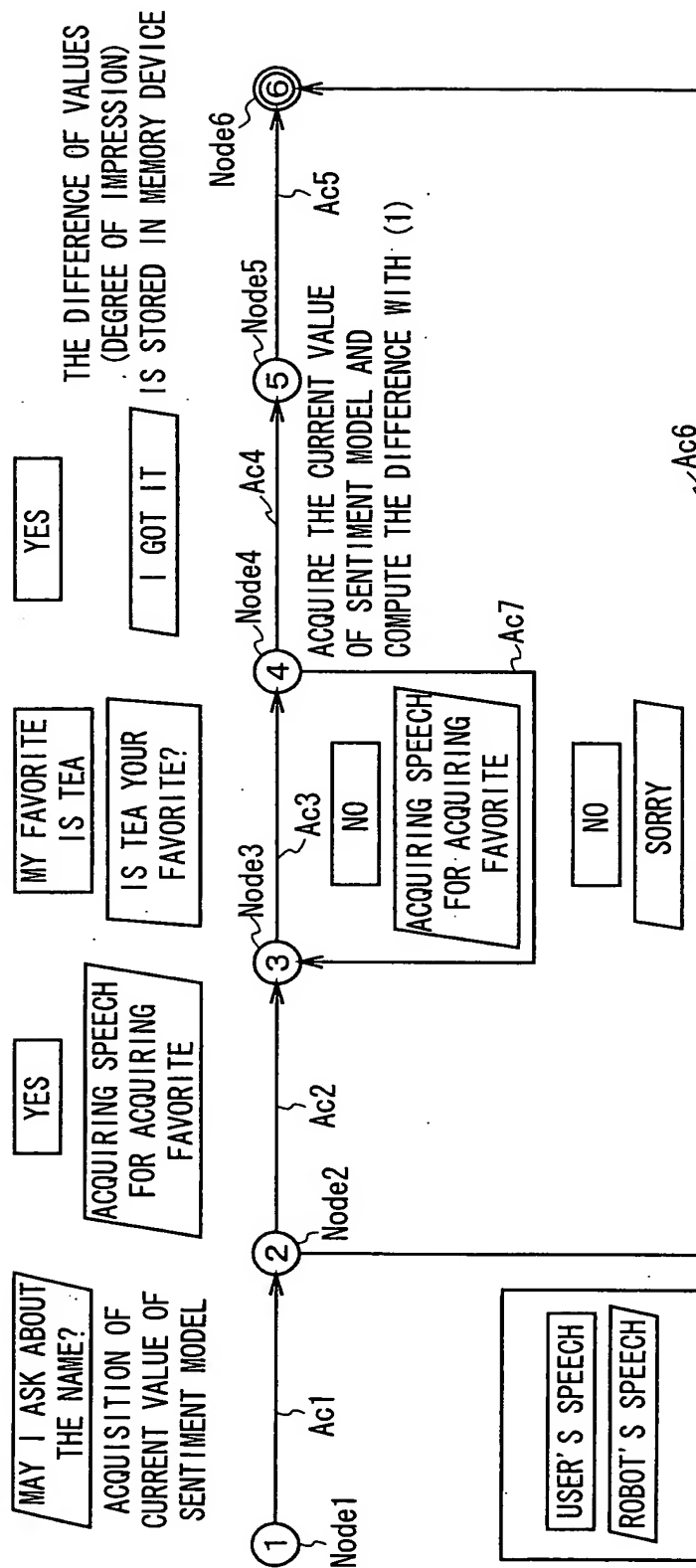


FIG. 9

TOPIC: FAVORITE OF ID1 UTILIZING TECHNIQUE: USE WITHOUT MODIFICATION

ID	Name	Kind	FaceID	SpeakerID	BIRTHDAY	Favorite	Friend
1	YUKIKO	3 HUMAN	2 0 2	1 2	73/5/2 2		

ACQUIRING SPEECH:
WHAT IS THE FAVORITE OF THE NAME?

ACQUIRING SPEECH:
WHAT DATE IS THE BIRTHDAY OF THE NAME?

UTILIZING SPEECH:
THE BIRTHDAY OF THE NAME IS THE DATA, ISN'T IT?

THE DATA, ISN'T IT?

FIG. 10

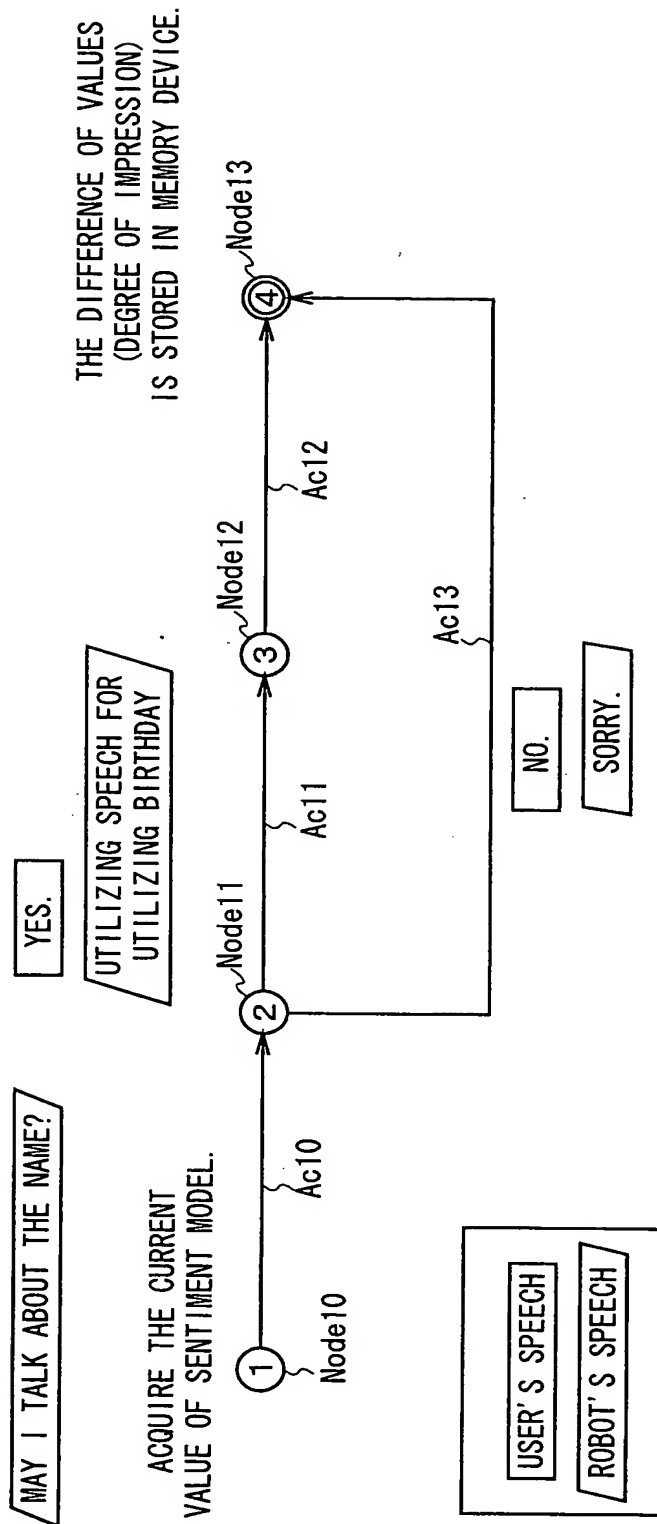


FIG. 11

TOPIC: BIRTHDAY OF ID1 UTILIZING TECHNIQUE: UTILIZATION OF DATA BASE

ID	Name	Kind	FaceID	SpeakerID	BIRTHDAY	Favorite	Friend				
1	YUKIKO	3	2	0	2	1	2	73/5/2	2		

ACQUIRING SPEECH:
WHAT IS THE FAVORITE OF THE NAME?

ACQUIRING SPEECH:
WHAT DATE IS THE BIRTHDAY OF THE NAME?
UTILIZING SPEECH:
THE BIRTHDAY OF THE NAME IS THE DATA, ISN'T IT?

THE DATA, ISN'T IT?

FIG. 12

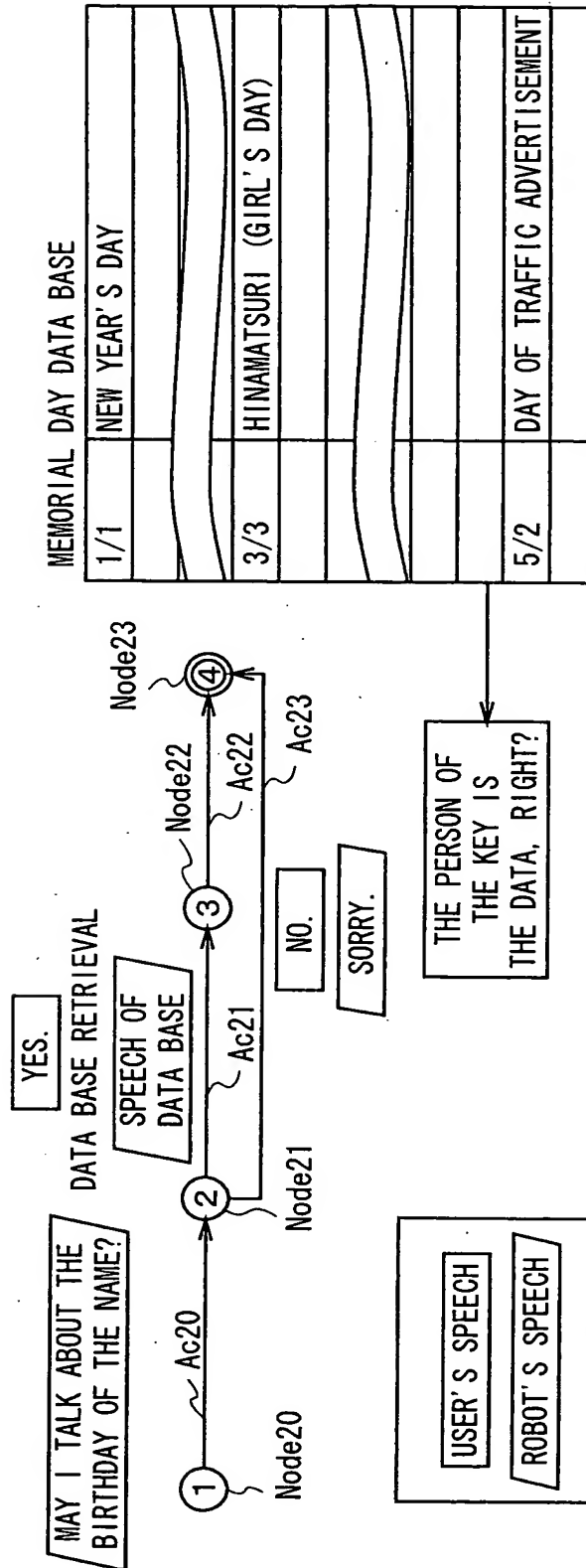


FIG. 13

TOPIC: BIRTHDAY OF ID1 UTILIZING TECHNIQUE: COMPUTATION OF VALUE AND

ID	Name	Kind	FaceID	SpeakerID	BIRTHDAY	Favorite	Friend
1	YUKIKO	3 HUMAN	2 0	1 2	73/5/2 2		

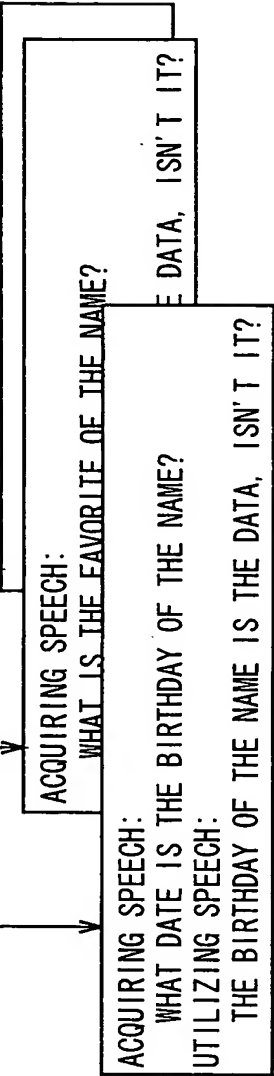


FIG. 14

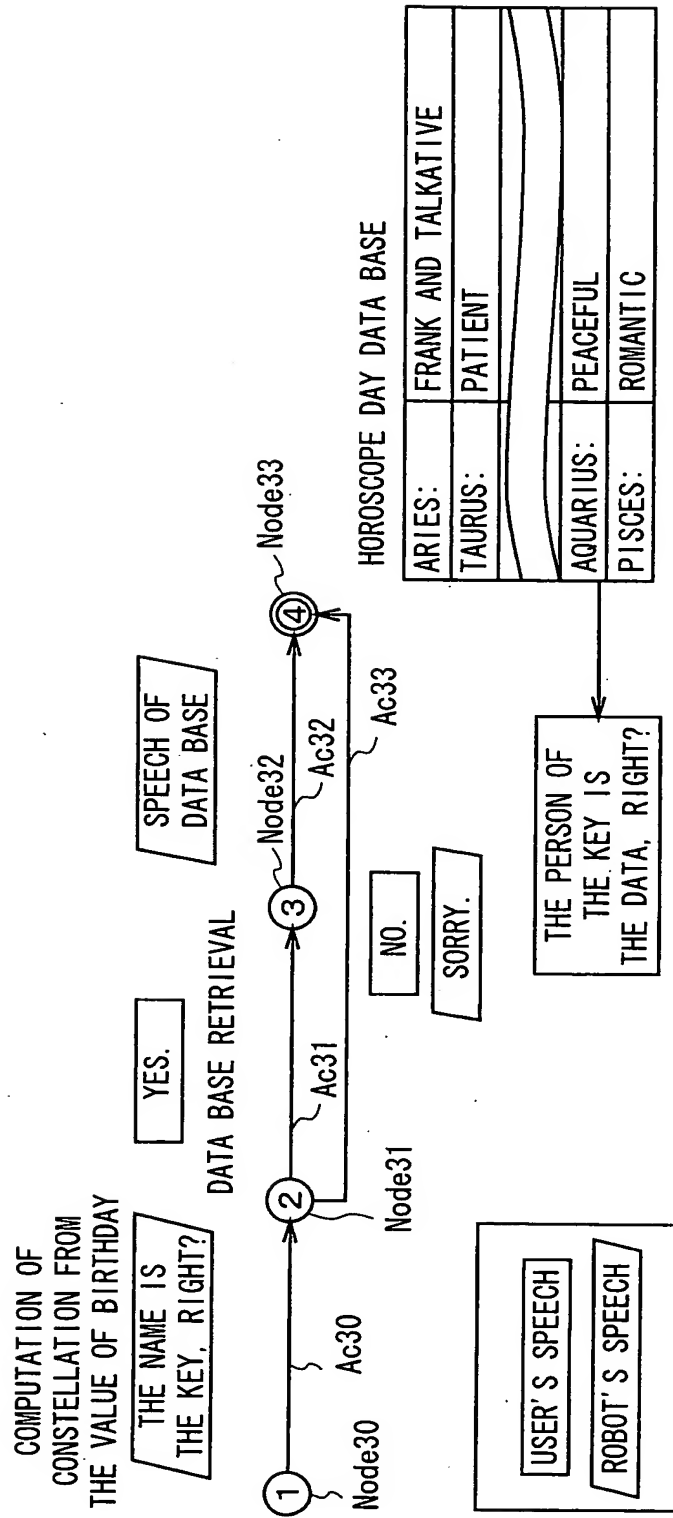


FIG. 15

EXPLANATION OF REFERENCE NUMERALS

1...ROBOT, 2...CONTROL UNIT, 10...CCD CAMERA, 11...MICROPHONE,
12...SPEAKER, 21...CPU, 23...ROM, 31...VISUAL RECOGNITION
FUNCTION SECTION, 32...AURAL RECOGNITION FUNCTION SECTION,
34...INTERNAL CONDITION MANAGEMENT SECTION, 36...LONG TERM
MEMORY SECTION, 38...SITUATION-DEPENDENT ACTION LAYER, 50...
MEMORY ACQUIRING CONVERSATION GENERATING SECTION, 51...MEMORY
UTILIZING CONVERSATION GENERATING SECTION, 52...SITUATION JUDGING
SECTION, 53...VOICE SYNTHESIZING SECTION, D1...CHARACTER STRING
DATA, RT1...TOPIC GENERATING PROCESSING SEQUENCE